

LIFE OF MONTY

NOVEMBER 5, 1984 - CELEBRATING

35 YEARS OF BLOODSUCKER

WHAT?!

75¢

The 'zine that NAMES NAMES....LEAVES NO STONE UNTURNED....ISN'T AFRAID TO FACE FACTS....and isn't involved in a certain feud between people who shall remain nameless because deep down I'm too snared - afraid - chicken - that sort of thing. Anyway, this is (I'd rather not say) by (you know it's me) from (a mysterious P.O. box in a South American banana republic).

Actually, it's yet another LIFE OF MONTY, by Don Del Grande, from 142 Eliseo Drive, Greenbrae, CA 94904-1339, phone (415) 461-2692. And yes, I am too chicken to mention names of people in certain, shall we say, "misunderstandings". (However, with the level of, ar, uh, "misunderstanding" going on today, I'm surprised this isn't a PRO WRESTLING hobby. I guess DIPLOMACY isn't the thing to use off of the board anymore.)

But now it's time for....

MONTY'S NEWS AND COMMENT is brought to you by (I'm not telling, for my sake) (and when I say "sake", I mean the word that rhymes with "lake" and not a certain Far Eastern alcoholic beverage)

And now for a SPECIAL REPORT: THE ENVOY CRISIS - Players held hostage - DAY 200. I'm into this for \$13.91 worth of sub plus a \$5 ad in the not-printed ZINE REGISTER. Let's ignore ENVOY for the moment - knowing the troubles Roy Henricks probably has with work as it is, he'll get around to it when - IF - he can.

The problem now is the 1984 ZINE REGISTER. (For those of you who don't already know what this is, it's a list of all PBM Diplomacy 'zinea (who sent in their info to Roy Henricks) in North America, and most (if not all) PBM 'zinea throughout the world (at least those who contacted whatever international correspondents are around - I think Cathy Cuning and Simon Billenness headed this department). Each listing has title, publisher(s), address(es), games available, subzines, and a brief listing by the author. (Not to mention details like price and size.)) The original plan was for release at ORIGINS 84 - which was three months ago, as I recall. (Maybe four, when this issue is released.) Nobody seems to be able to contact Roy about this - meanwhile, no ZR.

Is there even one among us willing to step forward and remedy the situation? (Why is everybody looking at me? After all....let he who is without sin cast the first stone.)

Have you noticed the number of "special-number" issues lately? GRAUSTARK 500, EMPIRE 200, THE VOICE OF DOOM 100, and coming up on the horizon are WHITESTONIA 100, RETALIATION 100, and only 20 weeks to LOM 50. (I think there are a few others, but their names escape me at the moment.)

Speaking of 'zines, RAGING MAIN is back after a prolonged absence, the Steve Hutton Gypsy Camp has taken NO FIXED ADDRESS to yet another new address, and scientists have just discovered a cure to Diplomacy hobby feuds - make 'em play Kingmaker.

AND SPEAKING of all-out war, did you know that sometime after Reagan's "outlaw Russia" joke, the Soviet Far East command got a coded message which announced the beginning of the Soviet attack against the United States, and which was cancelled 30 minutes later. (Supposedly, this was a retaliatory move to the first joke - had it been intended as real, it would have probably been sent to the Western command as well, where NATO would have heard the message.)

WHAT IS TV COMING TO - someone on TIC TAC DOUGH just won \$128,000 to make him the SIXTH-highest money winner on the show.....

FLASH - John Boardman's VIC-20 was stolen (along with a few other things) when his house was broken into recently....

CANNON ^{LOM} SALUTE

to the 100th - and LAST - issue of

THE VOICE OF DOOM

When I got the 100th issue of THE VOICE OF DOOM (fourth class mail, a/k/a parcel post - it took 14 days and cost \$2.48 to send to the west coast), the envelope also contained a check for \$5. It was one of two things: either BRUX Linsey was actually lowering himself to sub to LOM, or VOD was folding. Well, the latter is true - THE VOICE OF DOOM is no more - it has ceased to be - it's gone on to meet its maker - vis-a-vis the Diplomatic processes, it's had its lot - it is an ex-'zine! And only after slightly more than 2600 8 1/4 by 11 pages of stuff, too. (For a comparison, there have been 632 pages of LOM as of issue 46, and 38 issues of EUROPA EXPRESS have 1390 pages, although 40 LOM pages and 29 EE pages have been address (blank) pages, and the last page of some VODs may not have been full or even half-full.)

I'm one of a few people to have seen all five anniversary issues of VOD....the days when BRUX was nearing the 100-circulation mark, then those days when a circulation of 100 would mean a definite drop....the transition from BRUX the student to BRUX the high-school teacher (with help from Alex Lord and the lesser-known Lisa Ventura) to BRUX the COBOL programmer....Mark Paul and his cartoons about games which half the Doomies had no idea about, yet I always got in my responses, which led to the famous "500 games" thing....the "Is it real...or is it Thurber" business with Jack Masters (true story: a recent AMERICAN WARGAMER took the "Linsey-McKibben-Rodriguez" letters story in an early BLACK FROG, which may have been based on someone else's original story, changed the base game from Dip to Russian Campaign, and kept the ending where one person begins a Scrabble game with a "typically random" draw of tiles which becomes a 7-letter word)...."TRO" (at one time, after this happened, my HRS specifically said that "TRO" means Tyrolia)...."Diplomacy Central", based on "Finchley Central" (the Dip version is played like regular Dip, except that the winner is the first to get a unit to Albania), which was rigged so that Austria MAded in Spring 1901, allowing the "neutral moves" (including one to Albania) in BRUX's house rules to make the move and win the game - for the HRS themselves....BRUX's house rules, which attempted to cover every possibility (including "The North Atlantic is not a supply center" even though there is a dot there - the one used to show what SC dots look like)....and, to top things off, the 270-page, pound-and-a-quarter in weight, which ended with a 28-page history of the 'zine.

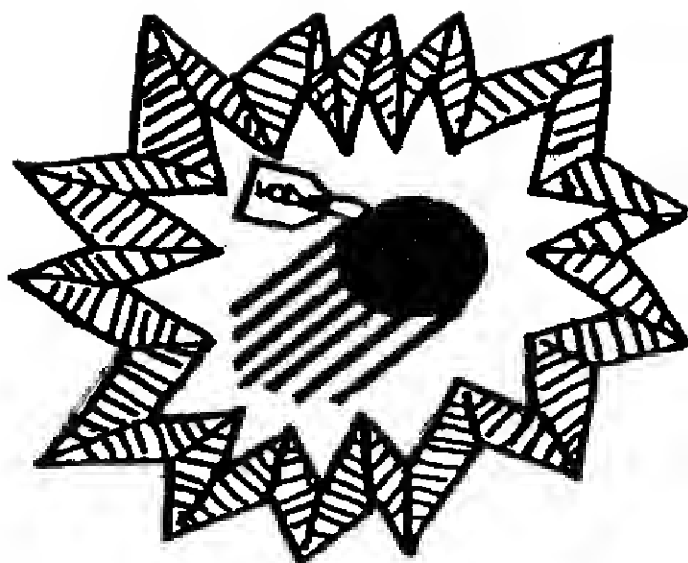
THE GAMES continue - in THE ECHO OF DOOM, a subzine in EUROPA EXPRESS (naturally!). Also, BRUX is the new Runestone Poll custodian, taking over from Randolph Smyth, so he won't be gone for a while, at least. Some people - John Michalski, for example - come back; others - like Jack Masters and Glenn Ovsrby - fade away. TRUE, Bruce Linsey was involved in his share of feuding, but THE VOICE OF DOOM was still worth the price - after all, it was one of VERY few 'zines I actually put up cash for! SO WHAT if he wouldn't trade - wouldn't sub to LOM - wouldn't even mention the 'zine (how could he, if he never read it) except after I mailed him a number of LOMs after MaryCon? (Well, I will admit he made good on those Doomie Shakes.)

Still, that letter column....those articles....that whatnot (love that whatnot!)....THE VOICE OF DOOM will be missed in this part of the world. (Except by the postal types who had to deliver it!) So, in tribute to 100 issues and 5 years (about one issue every 2 1/4 weeks)....move that cannon out here! Clear the area....what's the size? Clear the state! Load and aim....into the bunkers....fire!

PAGE 2 is fired

B

Well, there goes
another issue!



If the Empire
had one of these
in DIP WARZ,
those Rebels
wouldn't stand
a chance....

O

O

Remember, THE
ECHO OF DOOM is
in EUROPA EXPRESS
(Gary Coughlan,
4614 Martha Cole
Lane, Memphis,
TN 38118)

Out with the old....
in with the old?

HOOF AND MOUTH

 is back!

Yes, that's right - after two years of married life (and slightly less than a year of fatherhood), Don Sigwalt has assumedly gotten the hang of things and is bringing back his old 'zine, **HOOF AND MOUTH** (not to be confused with **FOOT IN MOUTH**, John Caruso's subzine). According to his 14-page "issue 1A", Don will not be one of those publishers who "put their Dipzines and their rhetoric before the playing of Diplomacy itself" - as a result, **HOOF AND MOUTH** will begin as a games-only thing. There are three games open with 3-week deadlines (the deadlines are a week apart), with no game fee, no deposit, and (get this) no sub fee (since each player only gets the results of his game, that isn't exactly a 'zine to pay for). If you want in on this, contact Don Sigwalt, 125 Hebard Street, Rochester, NY 14605.

(I assume this is a legitimate offer - not that Don Sigwalt would take the money run, especially since there's no money involved, but I didn't know his writing well enough to know if this is his offer or a fake. I would assume that it's the real thing, especially since the letter had the correct postmark. I'd probably take him up on it, if I was looking for an opening at the moment....)

PAGE 3 quit (too much noise)

TRIVIAL PURSUIT - ROUND 1.....the questions are sorted by player in the order they were "asked" (based on the die rolls). An asterisk indicates the question is for a "wedge". The guessee and answers are listed after the questions.

KATHY BYRNE

1. (SL)*What pro sport did Wilt Chamberlain play after basketball?
2. (EN) Who composed "An American In Paris"?
3. (EN) What orchestra premiered "Rhapsody in Blue" at Carnegie Hall?
4. (EN) Who did Clayton Moore portray in the movies and on TV?
5. (AL) What is a "billet-doux"?
6. (GE)*How many South American countries have Portuguese as their official language?

GREG DOYLE

7. (SL) What is the game of "conkers" played with?
8. (SL) What team has won the most Stanley Cup championships?
9. (SL) What is the diameter of a gold hole?
10. (PU)*What J.M. Barrie book was subtitled "The Boy Who Would Not Grow Up"?
11. (SL) What are A.C. Milan, Ajax, and Real Madrid?
12. (GE)*What statue overlooks Piccadilly Circus?

MIKE EHLE

13. (GE) Of the highest mountains of each continent, which continent has the lowest one?
14. (GE)*What's headquartered on New York's East River between 42nd and 48th Streets?
15. (EN) In "The Munsters", what's Mr. Munster's first name?
16. (SN) What does a frog close when it swallows?
17. (GE) What is the world's largest sea?
18. (SN) What, according to a UN organization, consisted of 356,000 metric tons in 1978?

JOHN CARUSO

19. (SL) What's the term for a bet before cards are dealt?
20. (SS) Who was dubbed "The Big O"? (NOT Oscar Robertson)
21. (NN) What make of car did Teddy Kennedy drive off the bridge at Chappaquiddick?
22. (NN) What overweight comedienne lost a leg, and then her life, to cancer?
23. (SL) Where is the world championship dog sled race held each February?
24. (SS)*What Disney film did Brer Rabbit hop through?

DICK MARTIN

25. (SN) What's the most popular beverage in America?
26. (SN) What's the pure spirit distilled from wine?
27. (HI)*What country was the target of the US's 1969 Secret War?
28. (SL) What yellow Italian liqueur goes into a Harvey Wallbanger?
29. (AL) What is Ray Bradbury's illustrated man illustrated with?
30. (SN) What product's secret formula is 7X?

BOB OLSEN

31. (AL) Who created detective Mike Hammer?
32. (EN)*Who portrayed TV's Bat Masterson?
33. (HI) What did John F. Kennedy consider his greatest blunder in office?
34. (EN) What rock group struck gold with "At The Hop"?
35. (GE)*What country has the most movie theaters?
36. (AL) How does James Bond like his martinis?

BRAD WILSON

37. (GE) What sea lies between Riga and Stockholm?
38. (RP) What Smokey Robinson tune with the Miracles was Motown's first gold record?
39. (LT)*What did the Beatles open at 94 Baker Street, London in 1967?
40. (GE) What's the largest island in the West Indies?
41. (GE) What does "USSR" stand for?
42. (GE) What US city has the most churches per capita?

PREFERENCE LIST CHANGE - Kathy's new list is SL-TV-NN-LT-EN-AL. (It was submitted with the last two as HI and SN, but the six categories must be of all different colors.)

PAGE 4 is one color only
(well, 2 - black & white)

THE GAMES

NUCLEAR WAR/NUCLEAR ESCALATION.....here are the starters for this one:

R.J. Budway, 20751 Arbor Avenue, Euclid, OH 44123

Mike Ehli, Box 60505, Room 114, Caswell, U. of Oregon, Eugene, OR 97403-6005

Pet Jensen, 712 Minnesota Avenue, Albert Lea, MN 56007

Bob Sweeney, 614 Custer, Ft. Leavenworth, KS 66027

Jerry White, P.O. Box 3675, Salinas, CA 93912-3675

Dustin Lawrence, 620 Lawrence Avenue, P.O. Box 60, Tarry, MT 59319-0050

Population card deal, game card deal, and secrets are included as inserts for the players.

House rules, plus Nuclear Escalation information, are included for the players. Players must have their opening setup (i.e. which cards are face down - please note which one is to go first!) and their resolution of secrets (e.g. who is the target) by NOVEMBER 28. Let's have no NMRs!

~~-DIP-DIP-DIP-BACON-CHEESE-ONION-AND-SOUR-CREAM-DIP-HAM-SWISS-TOMATO-AND-WATERMELON-~~

BEFORE I get to that, here are the TRIVIAL PURSUIT answers....

(guesses are in parentheses when incorrect)

- | | |
|---|---|
| 1. Volleyball (Golf) | 2. Gershwin (Rogers & Hammerstein) |
| 3. Paul Whiteman's (Boston Pops) | 4. Lone Ranger |
| 5. Love letter (Movie double feature) | 6. One (Three) - Brazil is the one |
| 7. Chestnuts (Dominoes) | 8. Montreal |
| 9. 4 1/4 inches (4 1/2 inches) | 10. Peter Pan |
| 11. Soccer teams (Greek gods) | 12. Eros (A horse) |
| 13. Australia | 14. The UN |
| 15. Herman (Hercle) | 16. Its eyes (Its mouth) (All the bull—) |
| 17. Mediterranean | 18. All the tea in China (produced by Congress) |
| 19. Ante | 20. Roy Orbison (Oliver Hardy) |
| 21. Oldsmobile (Pontiac) | 22. Tottie Fields |
| 23. Anchorage (Fairbanks) | 24. Song Of The South (Winnie The Pooh) |
| 25. Milk (Water) | 26. Brandy (Ethanol) |
| 27. Cambodia | 28. Galliano (Benedictine) |
| 29. Tattoos | 30. Coca-Cola |
| 31. Mickey Spillane | 32. Gene Barry |
| 33. Bey of Figs | 34. Danny and The Juniors |
| 35. USSR (USA) | 36. Shaken, not stirred (Dry) |
| 37. Baltic | 38. "Shop Around" |
| 39. Apple Boutique (Sgt. Pepper's Lonely Hearts Club) | |
| 40. Cuba | |
| 41. USSR | 42. Las Vegas |

ANSWERS for the new round of questions are due by NOVEMBER 24. NOTE that this is BEFORE the other deadlines (note WELL, Martin & Ehli - either you have to answer these early or do a VERY fast job with your games). The new questions are included.

● RULES CHANGE beginning with the November questions: instead of a fixed number of questions, the die will be rolled as many times as needed until the player's piece is on a needed headquarters square. This could mean as few as one question or as many as 1000 (highly unlikely) for a person. This does not apply once the player in question gets all six wedges (i.e. once a person gets all six, he gets a fixed number of questions, although those players who still haven't got all six wedges get the variable number of questions until they get all six). This rule prevents the piece from visiting a headquarters once and then going away even though a player missed the question. (This rule will also apply in DIPLOMACY PURSUIT.)

Speaking of TP, the "Young Players Edition" of cards has been released, as well as a set of cards by "Forte" which include categories of Soaps, Cartoons, Space, and Ads. What will be next? (How about the "limited edition 14-karat gold plated set of playing pieces"? Only \$25)

● TP PLAYERS vote on the following: would you rather have 2 turns per 5 weeks? (This requires a SASE or stamp every other turn)

AUSTRIA (Wagner): A BUD S ITALIAN A Tri-Ser, F ALB S ITALIAN F Ion-Gre (NSO)
 ENGLAND (Martin): F NTH-Eng, A Edi-YOR, F NWG-Nwy
 FRANCE (Bjornsson): F Eng-IRI, F BRE-Eng, A PAR-Pic, A Spa-GAS, A Por-SPA
 GERMANY (Doyle): A DEN-Swa, F kie-BAL, A Ber-PRU, A Mun-BUR, A BEL-Pic,
F HOL-Bel
 ITALY (Stegeman): A Ven-TIO, A TUN-Gre, A Tri-SER, F ION C A Tun-Gre,
 F Map-APU
 RUSSIA (Lee): A Mos-SEV, A Stp-MOS, A Gal-UKR, F Rum-Bla (d/retreat to
 Gal, OTB), F SWE-Nwy
 TURKEY (Gestiehr Jr.): A Sev-RUM, A BUL S A Sev-Rum, F CON-Bla,
A SMY-Gre, F AEG C A Smy-Gre

Russia's retreat, as well as FALL 1902 orders, are due by **NOVEMBER 30**.
 Here's the press....

ITALY: Celtics suck!

GM: Speaking of NBA....did you know that the next NBA draft's first seven
 choices will be divided randomly to the seven non-playoff teams?

TURKEY-ITALY: What do you do when an elephant hurts its toe?
 Get a tow (toe) truck.

TURKEY-RUSSIA: Why was Cinderella such a bad football player?
 She had a pumpkin for a coach.

TURKEY TO ALL: "Teddy, say a sentence containing the word 'fascinate'."
 Teddy: "I have nine buttons on my jacket but I can only fasten-eight."

ENGLAND-RUSSIA: You'd better watch out, you're starting to make me mad.
 And I'm not very cute when I'm mad (not that you'd care anyway).

ENGLAND: Well, doesn't look like I'll have to worry about this one
 getting too big too fast. I just wouldn't know what to do with
 all those extra armies. (See what I mean?)

GM-TURKEY: Howzabout better jokes next time?

BIG-NEWS-RIGHT-HERE-YOU-PROBABLY-WON'T-GET-THIS-IN-A-LOT-OF-OTHER-PLACES-BE-GLAD-O

We're in the BIG TIME! According to the November 1984 issue of GAMES
 magazine, DIPLOMACY has been selected as one of the 10 charter members
 into the GAMES HALL OF FAME, right up there with CLUE, MONOPOLY, SCRABBLE,
 RISK, SORRY, ACQUIRE, YAHTZEE, OTHELLO, and DUNGEONS & DRAGONS. Avalon
 Hill got the most games into this year's GAMES 100 - TRIVIA, TWIXT,
 BALI, VENTURE, SPEED CIRCUIT, NAPOLEON, CIVILIZATION, SQUAD LEADER,
 RUSSIAN CAMPAIGN, SLEUTH, DRAGON PASS, and DUNE (not to mention DIP
 and ACQUIRE in the hall of fame). Also, VICTORY GAMES made it with
 AMBUSH, CIVIL WAR, and JAMES BOND. (That's 17 out of 110 games - how
 do these guys keep this up?)

JOHN MICHALSKI DEPT.: After the Naval Ocean Systems
 Center (San Diego) turned me down, the Naval Weapons Center
 (Concord - between SF & Sacramento) gave me one of their
 openings. (\$17,200 a year, even.)

SUB/TRADE/ETC.: XENO
 NOTES:

HERVE

HERVE Spring 04 AND WE HAVE A BUNCH OF YOUNGSTERS HERE

H (Michalski): F Gre-Aeg, F Emu S F Gre-Aeg, A Ser-Bud, A Boh S A Gol-Sil, A Pul-Con,
A Gol-Sil

E (Browner?): NMR, F Eng, F Mao, F Nth, A Pic all hold

F (Gardner): A Bre-Pic, A Par S A Bre-Pic, F Por-Mao

G (Shores): (A Pru retreats to Ber) A Mun-Tyr, A Kie-Mun, F Gob-Stp(sc), F Swe-Fin,
A Nwy S F Swe-Fin, A Ber-Pru, A Sil S A Ber-Pru

I (Bewen): F Mao-Por, F Spa(sc) S F Moo-Por, F Wme-Mao, F Tun-Nof, A Mar-Gos,
A Bur S A Mar-Gos

R (Slaughter?): NMR, F Pru, A War, A Mos, A Fin, F Sev all hold

T (EHN): F Con-Aeg, F Bio-Con, A Smy S F Bio-Con

Underlined moves do not succeed. Lotsa fun this time, for those who got in orders... The Russian A Fin is blown up, as is the French F Por, and the Gormon A Sil. The English A Pic is dislodged to Bel or box. So it's not a stalemate, after all. In case you hadn't noticed, this is one weird game.

There is a proposal for an AI draw. I don't know what the "official" LOM rule is for this, but I'd like no vote received to be a "no" voto. It's better this way. Trust me. And if you can't trust me, who can you trust? Certainly not any of you, so I win by default.

Oh, it doesn't work like that? *(LOM house rule 12: since G has at least as many centers as one country in the draw (as of W '03) NUR is NO in this case) (not that it matters, since we can use their own HIs)*

TURK to **MR ROARK**: Oops.

ROARKVILLE: And it was almost "oops" again!

FNORD to **A**: You dare to call me naive and uninformed? Why you...you....

FNORD to **FNORD**: Mike, get a grip on yourself now. Don't say anything that would start any more feuds.

ROCKVILLE: Too late for that now, I'm afraid. And what's wrong with "T Bone"? You could sure do a lot worse!

DERWOOD to **BOARD**: It appears that the orders writers have wildcatted in support of the press writers. As a result, there have been sporadic order shortages. The participants are hopeful that these illegal actions will not disrupt the continuity of the game.

ROCKVILLE: ...or the continuity of the Italian advance....

AUSTRIA: Nice to have met you, and Julie too. Hope you can make it again next year.

ROCKVILLE: That'd be nice. But I still think it'd be cheaper to have us all chip in twenty bucks apiece and fly you and Bobby up to Chicago, instead.

HUSKY COUNTRY to **BUCKEYE TOWN**: A while back I accused you of greed. Now I have seen the light -- this sport is hardly an altruistic endeavor -- however I feel compelled to express gratitude to Eng and Gor whose generosity has allowed me to survive longer than I ought (no complaint here). I knew that they were both timid and shy because they're too bashful to write (still not a single missive from England), but I never suspected they lacked that most basic personality ingredient of Dippers everywhere -- naked greed. In fact, it appears as though you and Michalski are the only ones truly possessed of this quality and I hereby propose a concossion to IA.

ROCKVILLE: Consider it (and this game report) done! Except for **Dun's** rendition of the next deadline, of course!

But before we leave you, I suppose that I ought to mention that we bebopped over to our local moviehouse to see **THE MISSIONARY**, starring former Python Michael Palin. Good, low key flick, if you ever have a lozy Sunday afternoon to while away.

NOV. 21 - how's that for a deadline? (It's also the day before Thanksgiving - it's also 3 days before the **TRIVIAL PURSUIT** deadline)

Here I am. It's Friday night at Caswell Hall, the worst dorm on campus.

It's a typical Friday night. The air in the hall is a mixturs of the

smells of beer, clove cigarettes, incense, marijuana, and vomit. The air

is also filled with the cacophany of a dozen stereos. My stereo is not

adding to the decibel level, however. The needle is shot, and the re-

placement has been on back-order for three weeks now. The radio is losing

its charm, and my only two tapes (of local artists) are starting to get

rather tedious. My roommate is out running around with his old Churchill

High buddies for a night out not drinking. This must be the only dry

room on campus. Someone is trying to make like Spiderman, a common activity

in narrow halls such as these. A lot of people are shouting, and the

bleeding head of Jack Nicklaus comes crashing through the window. I still

need to get another love letter written to Phyllis Byrne, and I have NMR'd

in four of my six Dip games. Maybe I should resign some of them.

Is this reality?

NO, it's FNORDALITY - actually,
it's PAGE 8, which would prefer
CERTAIN subzines to use larger originals!

Yes, once again it's Fjord, the hobby's official unreal subzine, published by the soon-to-be Hobby Sex Ghod, Mike Ehli. Send your burnt offerings, prayers, sacrificial virgins, etc. to:
 Hamilton Box 60505 ((Notes that I am planning to change
 University of Oregon dorms as soon as possible, so I
 Eugene, OR 97403-6005 may be getting another COA. Players
 (503)485-9610 in VERWIRRUNG will be notified of any
 changes as soon as they occur.))

GAME OPENINGS: None, however I will probably try to start another game after Derwood Bowen fills his game in Submarine Warfare.

HOBBY NEWS: Not much to report here. I did win some items in the PDO Auctions: Ten TMOBYR tetrahedrons; 84 TMOBYR Brownie Points; a letter from the White House officially rejecting honorary PDO membership for Ronald Reagan; three postage stamps from the nation of Poderkagg; AND....

A kiss from Phyllia Byrne (sigh)
 Note that this last item has caused one major change in my life, namely, that Phyllia and I are now engaged. That's right, Jaff Bohner and Woody are BOTH out of the picture. No wedding date has been set, since we've never met face to face, but we're ignoring such trivial things for now.

WINNEBAGO WARRIOR AS BRAVE ASO LD JOHN WAYNE WINNEBAGO WARRIOR AT TRUE YANKEE PIONEER

A Report From Ehli for Hobby Sex Ghod Campaign Headquarters:

So far I have received eight votes, mostly from prominent hobby personalities. The current honor roll reads as follows: KATHY BERNE, JOHN CARUSO, GARY COUGHLIN, PAUL GARDNER, PAT JENSEN (who?), MICHAEL LEE, JOHN MICHALSKI, and JAMES WALL.

Now that's all well and good, but I still need YOUR vote. That slug-wolasting scum Tallman needs to be taught a lesson once and for all. Send your votes to me at the address above.

Now for some assorted comments:

James Wall: "You get my vote as the Sex Ghod. Ole TT is apit anyway."
 ((Ain't it the truth!))

John Michalski: "I vote for T-Bone as hobby sex ghod. Why not?"
 ((You're stepping awfully close to the line calling me T-Bone there. Since you voted for me, I'll let it go this time, but watch it.))

R.J. Budway: There are no Hobby Sex Ghods west of the Mississippi River.
 ((There will be now. Who needs you anyway?))

Michael Lee: Count me among the Dipites who prefer you to Tallman as HSG! After you've taken his post as HSG you should go on to capture the title of Nickname Custodian! Down with "Tugboat Tallman" or "The Fat Man of the Sea" as you see fit. Terry--this is for "Alvin" you PHILLISTINE!

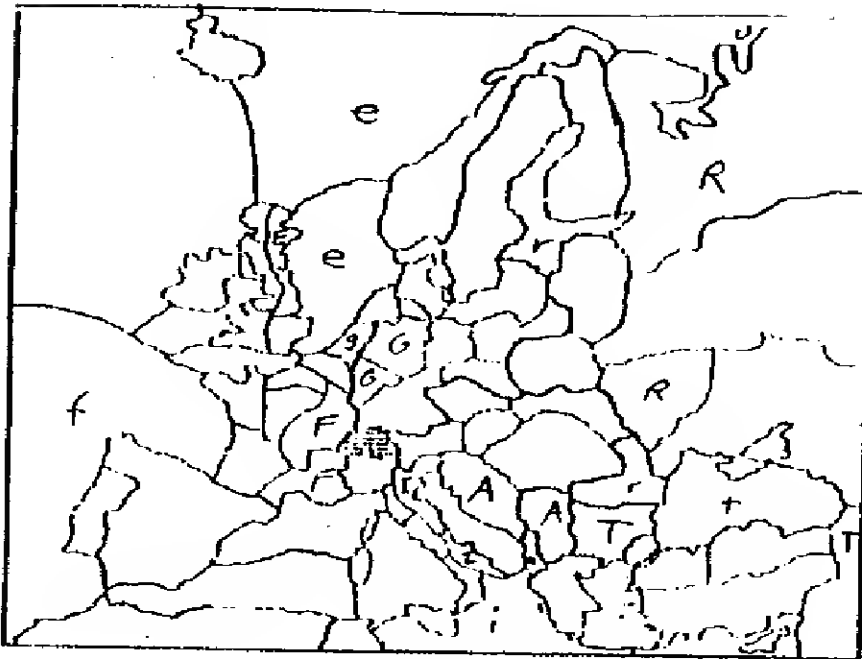
((Sorry, but I don't think there should even be a Hobby Nickname Custodian. "Offices" such as this just promote regulation for things that have absolutely no need to be regulated. Incidentally, "Tugboat Tallman" and "The Fat Man of the Sea" were nicknames that Michael, Paul Gardner and I made up on our way to Dragonflight; "Alvin" was the nickname that TT threatened to give Michael at one point during that con.))

Down with "Tugboat Tallman"! Mike Ehli for Hobby Sex Ghod!

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PAGE 9 says: "Mondale/Ferraro - Leadership that Needs Work"

War is Peace - Freedom is Slavery - Ignorance is Strength - Reagan - Bush '84



Maps from Gary Coughlan
by way of Scott Hanson.
Note our new BN.

Two people voted for gray
press and the rest didn't
say anything, so this game
will have gray press.

I will probably have another
COA shortly. You'll be
notified when that happens.

- AUSTRIA (Coughlan): A Vic-
TRI, A Bud-SER, F Tri-ALB
- ENGLAND (Bjornsson):
F Lon-NTH, F Edi-NWG, A Lpl-
EDI
- FRANCE (White): A Par-BUR,
A MAR S A Par-Bur, F Bre-MID
- GERMANY (Budway): A Ber-KIE,
A Mun-RUH, F Kie-NOL
- ITALY (Wilson): A Rom-APU,
A VEN H, F Nap-ION
- RUSSIA (Gestiehr, Sr.):
F StP(sc)-BOT, F Sev-RUM,
A Mos-STP, A War-UKR
- TURKEY (Lee): F Ank-BLA,
A Smy-ARM, A Con-BUL

Final locations are capitalized; failed orders would have been underlined
if there were any.

PRESS;

Memphis to Eugene: Ich bin verwirrend mit Verwirrung!

Primus Illuminatus to Memphis: That was the purpose of the name.

Rus-GM: I don't WANT to have my Verwys wrung!

Primus Illuminatus to Rue: Don't worry, the only thing I'll be wringing in
this game is your mind. However, you can always arrange to have your neck
wrung by someone else. I see the Turk is volunteering for the job.

Vienna to Turkey: At least this Oregon GM is putting our game into a high-
class zine! ((Snickert!))

Rus-Aus: Will the South rise again? ((Time will tell.))

Vienna to Rome: I'll bet you caught when you were a boy, didn't you?!

I KNEW IT!!!

Berlin (BDN): Steel and textile workers strikes in the Ruhr has provoked
the government to send the II Corps from their barracks in Munich into that
infected area. Labor leaders, arrested yesterday,...

Vienna to GM: Remember, I work for the post office and your father worke
for the post office. 'Nuff said. ((If you insist.))

Rus to Eng & Fra: You're suppose to write EVERYONE the first season;
unless you plan to NMR. Then it's acceptable.

Vienna to Russia: What if they gave a war and no one came? // coup.

Rue to Aus: Roses are red/So is your troop/Step into Galicia/and see your

Vienna to Anyone: I exchange cassette tapes with Turkey and am willing to
swap tapes with anybody who sends me one. How about you, Mr. GM?((We'll see))

Vienna to Berlin: Going to Denmark for a sex-change operation?

Primus Illuminatus: I'll print the rest of the press next month. See ya.

Verwirrung F'01 deadline: NOVEMBER 21

PAGE 10 deadline: right now

HOUSE RULES

for PBM play of Victory Games'

COLD WAR

1. The standard (FTF) rules of COLD WAR apply except as modified for postal play in these rules.
2. In these rules, "country" refers to one of the four Home Countries. Also, the home countries are abbreviated NA, SU, CH, WE (for North America, Soviet Union, China, Western Europe). The home countries are distributed to the players either by random draw or by preference lists submitted by the players.
3. The GM's first report to the players will consist of the country draw result, and (secretly to each player) the initial action card deal. The first set of orders by each player will be their setup, consisting of:
 - (1) for each opponent's Vital Area piece the player starts with, a list of three areas (in preference order) where that piece should be placed. (Since equal priorities are broken in the order NA-SU-CH-WE, the NA player need only list one area per piece, and the CH player need only list two areas per piece.)
 - (2) setup of the player's diplomats and agents. The list may have more than seven pieces placed; this is in case a diplomat is ordered to be placed in another country and that player denies permission. In this case, list the agents/diplomats in preference order, and the top seven allowed will be placed. (Put the agents and diplomats in one combined list if you do make a list.)
 - (3) Permissions (yes or no) for other players to put diplomats in your country. (No choice listed is the same as a "no".) Permissions last until changed in future orders.
 - (4) Purchase and placement of allowable initial purchases. If more than 28 SPs are spent, alliances (chosen randomly) are reduced to factions; after this, if further reduction is needed, purchases are removed at random.
4. **EVENT CARD DRAW:** The game begins with an event card draw; after this, in each PBM-turn, the last action before order writing will be the card draw for the next actual turn (unless the game ended with the turn that just ended before the intended card draw). Four event cards are drawn and handled in this order: (1) a "game ends" card listing a previous turn (a final Economic Growth Turn is conducted); (2) "instant income"; (3) "no income", "vital region SP increase", and "action card"; (4) "power vacuum" (see house rule 5).
5. **POWER VACUUM:** All power vacuums occurring in the same turn are conducted simultaneously in a separate mailing (similar to a separate Winter in DIPLOMACY or a Parliament in KINGMAKER). For each power vacuum, each player's starting strength is listed, and each player then puts (in their orders) how many SPs he is willing to bid in each power vacuum he is involved in. A player may bid more SPs (in total bids) than he has, in case someone wants to give him more SPs; however, if a player does not have enough SPs to cover a bid, he gives all of the SPs he has. (The order of power vacuum resolution is printed by the GM prior to the bidding.)

After the bids are in, each power vacuum is resolved, with control going to the high bidder (strength plus SP bid); the winning bid is reduced to the minimum necessary for that player to win the bid or 20, whichever is higher. (EXCEPTION: if the winning player already has Political Control of the region, or specifically requests that the bid can no longer be lowered below 20, the restriction on 20 is ignored. Also, if a player's bid is the minimum needed to win, it is not reduced, but it stays the same.)

If a bid ends in a tie, it is broken as follows: (1) most SPs bid wins; (2) if SPs are equal, the priority is NA-SU-CH-WE.

IN ADDITION to bidding, each player's orders may include an SP gift (assuming the players involved have a diplomatic link), and a request that bids of 20 or more can be reduced to less than 20 (for some or all areas); however, these are optional. Remember, a player cannot bid on an area if he has no strength there.

6. **NORMAL ORDERS:** Once power vacuums, if any, are resolved, normal orders are written by the players. Orders consist of the following:

(1) **SP GIFTS** - the giving player lists the receiving country and the amount. If a player gives more than he has, he gives all that he has (the rest is ignored). Gifts are given before other actions take place, unless (a) the giving player, in his orders, chooses another part of the turn, or (b) the intended receiver, in his orders, says that he will accept gifts only during certain parts of the turn (or not at all). In (a) and/or (b), the gift is given at the first agreeable opportunity.

(2) **PURCHASE PHASE ACTIVITIES** - see the rules. Maintenance is automatic unless otherwise specified; if a player cannot afford to maintain all necessary units, they are removed at random.

(3) **MANEUVER PHASE ACTIVITIES** - see the rules.

(4) **ACTION PHASE ACTIVITIES** - these fall into actions and non-actions. If any non-actions are ordered, the orders must also state when they occur (i.e. before, during, or after the actions; if during, state exactly when they occur - a player is allowed to have some non-actions before actions, some during, and some after, or some before and after but not during, or any combination of the three times).

Actions must be numbered in order of when the player wants them done; they will be performed in this order. If any action is illegal at the time of execution, it is ignored and the next action on the list is performed, unless it is illegal as well; the list is checked until a legal action is performed or no actions remain. (See house rule 8 for ordering details.)

(5) **ECONOMIC GROWTH TURN ACTIVITIES** - the only choice a player has is whether to discard zero, one, or two action cards. (A player may also give conditional orders as to how penalties are to be paid in case he does not have enough SPs; otherwise, the GM selects payments at random.)

7. **ORDER EXECUTION** - Orders are executed in the following order:

(1) SP Gifts not ordered for a different time are given here.

(2) **ORDER OF PLAY** - the order of play (for non-simultaneous actions) for the entire turn is determined here. Players are placed in SP orders, with ties going in order of NA-SU-CH-WE.

(3) Purchase Phase activities occur simultaneously here.

(4) Maneuver Phase activities occur simultaneously here.

(5) Non-actions in the action phase ordered to be executed before actions are executed simultaneously.

(6) Actions are executed (see house rule 8), along with non-actions ordered to be executed during actions.

(7) Non-actions ordered to be executed after actions are executed simultaneously.

(8) Economic Growth activities occur simultaneously here.

(9) If the game is not over, draw four event cards. (Should this cause an "immediate end" situation, another Economic Growth turn, concerning only new income and penalties, takes place, after which a winner is determined.)

Note that SP gifts may occur at any time (depending on orders) during the turn.

8. **ORDERING ACTIONS:** For each action a player orders, the player must have (a) the action, (b) the location, (c) the specific target (if any), and (d) the maximum number of action cards willing to be used in this action. (This includes the first card played, if any is needed.)

NOTE that players may also make conditional orders (these are considered as "non-actions during actions") for playing cards on the failure side of an opponent's action against the player in question, or for playing cards on success or failure of an action where the player in question is not directly involved but is allowed to be in card play. (Remember, players do not know what actions will be done beforehand - this is why talking/writing among the players is very important.)

Actions are conducted in the order determined in house rule 7, part 2, one action per player per "phase", until all players have no more legal actions to play. Success or failure is determined as follows:

- (1) Add up all cards ordered for success, and ordered for failure.
 - (2) If the player making the action has to play the first card, the success side must have more cards than the failure side to "win". If the player making the action does not have to play the first card, the success side must have at least as many cards as the failure side to "win". The "winning" side's cards are reduced to the minimum number needed to "win"; those not lost are chosen at random, except that if the player making the action "wins" and had to play a card to start, that card remains. All cards bid (and not returned) are taken from the players.
9. There is NO rule 9. (In California, there is no Proposition 35.)
10. **DETERMINING THE WINNER:** This is the same as in the rules. In case of a tie, both players are "joint winners". (This applies to 3-way and 4-way ties as well, despite the word "both".)
11. **SITUATIONS NOT COVERED** in the rules will be handled by the GM as consistently as possible.
12. The final arbiter for questions concerning the standard (FTF) rules themselves is Victory Games, Inc. The final arbiter for PBM rules is the GM.

SAMPLE SET OF ORDERS (Western Europe, turn 1)

Purchase one agent and two diplomats. Maintain military presence in West Africa.

Move military in West Africa to Middle East. Move diplomat in Deploy Box to China. Move agent in Deploy Box to Soviet Union. Move second diplomat in Deploy Box to Middle East. If China denies permission for diplomat, move diplomat intended for China to Japan.

- ACTIONS:**
1. Establish Faction in Middle East - 2 cards.
 2. Assassinate Chinese diplomat in Soviet Union if I have no diplomat in China - 2 cards.
 3. If action 2 unsuccessful, repeat it, but only 1 card.
 4. Establish Alliance in Middle East is action 1 successful - 1 card.

NON-ACTIONS: Before actions, force China diplomat in home country to withdraw if I have no diplomat in China.
During actions, play 1 card in failure against assassination attempt (first one only) against any Western Europe diplomat.

No discards.

(end of the orders)

Note that an order like "If diplomat moved to China is not given permission to enter, send agent to China" is not allowed because movement of diplomats and agents occur simultaneously (added treachery).

13. **ORDER WRITING MECHANICS:** Orders should include your name, the date, the turn number, your home country (i.e. the position you're playing), any press you wish to write, and (most important) your signature. Press can have any dateline; however, any dateline other than the player's home country will have the home country included so all players know who wrote the press. (It is allowed for one player to use another player's home country as a dateline, assuming the writing player's home country is identified. This represents foreign correspondants, underground newspapers, and the like.)
14. **ILLEGAL ORDERS AND UNWRITTEN ORDERS:** If any player's order is illegal, other than an action, it is ignored (i.e. it is as if the order was not written). Note that if there are no military maintenance orders, then it is assumed that all military units that need to be maintained will be maintained (however, if the player does not have enough SPs, as many units as possible, chosen at random, will be maintained), and if a player does not have enough SPs to pay for his "penalties", as many penalties as possible, chosen at random, will be paid. If any player's action is illegal, it is skipped and the next action in the list, if any remain, is attempted in its place (i.e. that player does not "lose that phase", unless he is out of actions).
If a player does not send in orders (this is referred to as an NMR - No Move Received), the GM will perform the player's maintenance, accept all gifts, draw action cards (if the player has less than 7 - no cards will be discarded), collect income, and pay penalties (using the random method if there are not enough SPs). No action cards are used - even if there are actions taken against the player's home country.
15. **CONCESSIONS TO A PLAYER:** A player may, with his orders, propose one concession to any player (including himself). With the next set of orders, the players vote on the concession proposal(s). If one concession is unanimously passed, that player is considered the winner, and the game ends. If two or more concessions pass, those players are joint winners.
16. **JOINT WINS:** A player may, with his orders, propose one or more joint wins among any combination of players, including himself (however, the proposal(s) do not have to include himself). These are voted in the same way as concessions; if any joint wins are agreed to, all players in at least one agreeable joint win are joint winners. However, if one or more concessions pass as well, joint win votes automatically fail (although a joint win among two or more players conceded to is possible in this case).
17. **PRESS** - see rule 13, beginning with the fourth line.
18. Anybody who drops out of the game without as much as a notice of resignation will be burned at the stake, and then I will personally dance on the grave, split verbs and all. (EXCEPTION: those who are unable to resign for some reason - e.g. they're deceased - are exempt.)
19. See rule 25.
20. See rule 23.
21. See rule 24.
22. See rule 19.
23. See rule 22.
24. See rule 20.
25. See rule 21.
26. The GM is always right (well, almost always).
27. In case "almost" applies, see rule 26.
28. See rule 20 again.

Fnord Viking page 1

The only fake of a Fnord fake in the hobby.

Well, it's that time again, folks. Read and weep. This is ISSUE #1 of:

(All rise)

the

FFFFF	N	N	OOO	RRRR	DDD
F	N	N	O O	R R	D D
F	NN	N	O O	R R	D D
FFFF	N N N		O O	RRRR	D D
F	N	NN	O O	R R	D D
F	N	N	O O	R R	D D
F	N	N	OOO	R R	DDD

V	V	III	K	K	III	N	N	GGG
V	V	I	K	K	I	N	N	G G
V	V	I	K	K	I	NN	N	G
V	V	I	KK		I	N N N		G GG
V	V	I	K K		I	N NN		G G
V		I	K K		I	N N		G G
V		III	K	K	III	N	N	GGG

A subzine devoted to something, I just can't remember what, compiled in a dark cave by me:

Duatin Laurence
620 Josephine Ave.
P.O.B. 50
Terry, MT 59349-0050

If you're a young, attractive female, the phone is (406) 637-2185. Note that I am there only about four months out of the year. If you're in a game with me, you know from my schedule when I'm there unless your name is LARRY PEERY, in which case you probably don't know I'm in the game. (FV is now officially a real mainstream subzine, as last time I didn't indulge in any Peeribashing. That is what it takes to be a real subzine, isn't it?) On the other hand, if your in a game with me you probably already know my phone number and do not need this paragraph. Kind of makes you wonder about the meaning of life, doesn't it? Well, mabe not.

This ish we've got lots of wierd stuff for you. There'a random profundities, pg2, an important political announcement, pg2, GAMES!, pg3, (Hurray!) a contest where you can win VALUABLE PRIZES, pg4, more great poetry, pg5, a book review, pg5, and rightist politics, pg6. I'll have leftist politics as soon as some Liberals write me some letters/give me some articles. I'll arrange some sort of deal with the man upstairs (Don) about sub credits for articles.

Random jottings waste paper on page two.

FNORD VIKING wastes white
space on PAGE 15

Who cares what page LOM is up to?

INT(S*WND(jottings))+1 (the Random Jottings Dept.)

Notish the numbersh on thish ish. Well, the ish in which (No, I'm nosh ineb, er, ineshberr, er drunksh at ailsh.) the "Lash Minute Shoftware Review" wash in didn't maksh it to me, but Don remarksh lash time that it wash printed, so I offishially deshignate that ish as: ISH 1/2.

Lets see, in the last whatever-he-calls-it, Derwood claims to "Singlehandedly Degrade LOM." Ha. What are FV's poems, socially uplifting? Derwood, retract that statement or feel the wrath of THE FNORD VIKING! P.S. Congrats on #5.

Which reminds me, the freshman zine and subzine pool is coming up. So, uh, I, uh, well its, uh,... Actually, what I'm saying is: Everybody send in big votes for FV if you liked it. (Or even if you didn't, I'm not picky.)

Europa Express and Magua continue to acquire subzines. I think, instead of subbing to more magazines, I'll just continue to sub to those two. I figure, at this rate, in five years I'll be subbed to every major magazine in the hobby. LOM will probably be next, and then I'll be a sub-subzine like Hot Dog was. (Don delayed Fiat Bellum, and now Magua #39 lists Hot Dog as a Magua subzine.) Wonder when DW will become a EE subzine?

Speaking of EE, Woody GM'd one of EE's games. Isn't that grounds for having the game declared irregular? As a matter of fact, having Woody in your house is irregular. Everybody petition the new BNC to have the game and Gary declared irregular! (At least until he starts using Ex-Lax.)

Political Announcement

My vote goes to Ehli for hobby S-E-X Ghod. (Shh, there might be children reading this.) Now, when you think about it, the HSG's job is quite a job for one person to handle. What Mike needs, when he's elected, is an FBI director. (FBI= Female Body Inspector, for the uninitiated.) The FBI director would be in charge of admissions, testing, and assigning skill level bonuses and experience levels. Since it was my idea, (and for no other reason) I think that it would be appropriate for me to be appointed to the job. I wouldn't dream of forcing such a demanding task on someone else. Now, before you all write to Mike urging him to appoint me, let me at least make a campaign speech.

And now, ladies and gentlemen, I give you the next FBI director, someone we all know and love, (past, what's his name?), ah yes, Dustin Laurence! (Massive applause) Thank you, ladies and gentlemen, and particularly the blonde on the second row. What did you say your name was, honey? (Aides remind him of his speech.) Ah, yes, duty does come first. (raises voice) Do we want that, that (Shudders) slug molester as HSG? NO! Do we want a sexy HSG? YES! Then vote Ehli-Laurence! I promise, if appointed, to do everything within the powers vested in me as FBI director to institute FAIR admissions and testing policys, instead of the cheap politiking and extortion that our predecessor had to resort to to even keep his office without opposition! I will personally test every entrant to be sure that everyone is placed within their proper skill level, and given a realistic experience rating! That's right, folks, as soon as my Honorable running mate hands me the official gold-encrusted binoculars of office, I will do everything in my power to assist Mr. Ehli in his programs to clean up the sordid organization and make it something that you can be proud of! And

PAGE 16 is politically independent
(did you know that Lyndon LaRouche is
NOT on the California ballot?)

lastly, the important matter of MBI director. I haven't contacted her yet, but I feel that Daphne Langley would make the best possible MBI, and am sure that she would be happy to fill the office. Qualifications, you ask? Well there's this.... and then there's that.... Oh, besides the obvious ones, you mean. Well, Steve was in the hospital with back trouble, need I say more? And if not Daf, then make Julie Martin. Well, I see my time is up. Be sure to vote Ehl-Laurance, and thank you all for coming, especially the blonde. If you'll just come backstage, my dear, I'm sure that we can discuss policy and such further. If the rest of you will excuse me....

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      GGGG      A      M      M      EEEEE      SSS
G      A A      MM      MM      E      S S
G      A A      M M M M      E      S
G GGG      A A      M M M      EEEE      SSS
G G      AAAAA      M      M      E      S
G G      A A      M      M      E      S S
      GGG      A A      M      M      EEEEE      SSS

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That's right, folks, as if LOM didn't have enough game openings already, SV is offering a few more, that is, Score-Four and variants. This is another 3-D variant of Tic Tac Toe, BUT... To visualize this game, or to make your own homemade board, think of a piece of plywood in which sixteen nails have been driven all the way through to form a four by four array of nail shafts on the other side. (Three by three is little better than FTF, because of the importance of the center bead.) To play, you take turns placing colored beads on the nails/pegs one at a time. The most obvious effect of this is to force you to build from the bottom up. (IE: on any peg no play can be made on the second level until a bead has been placed on the first level.) This has enormous implications for strategic play. For those of you who haven't played before and want a real challenge, I won't discuss strategy here. But if, when you start a game, you want tips, I'll do my best to help you.

Now, I promised to offer variants, didn't I. Well, I have several. The first is standard Score-Four, except that each color is played by a team of two players. **NO TABLE TALK IS ALLOWED!** I will keep players' identities secret to enforce this. This game is interesting because two people rarely hit on the same strategy. In FTF games I don't recommend husband-wife teams unless your marriage is very strong.

I continue profound discussion on page four.

Please

t Kathy: Why do you go out on the porch every time I sing?
u Don't you like my singing?

r
n John: Of course I like your singing, dear. I just want
t the neighbors to see that I'm not beating you.

o
t (This is what is known in the hobby as a space filler)
h
e next page

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H H EEEE L L OO EEEE AA RRR TTITT H H L III N N GG
H H E L L O O E A A R R T H H L I N N G G
HHH EEE L L O O EEE AAAA RRR T HHH L I N N N G
H H E L L O O E A A R R T H H L I N N N G GG
H H EEEE LLLL LLLL OO ,, EEEE A A R R T H H LLLL III N N GG

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HELLO from PAGE 17

(this space intentionally left blank)

See, I told you there was a next page.

The problem with standard Score-Four is the same as that with the entire family of TTT games, namely, two advanced players will fill up the board. In straight TTT variants this leads to a draw. In Score-Four, as pegs are filled up, players are eventually forced to "give away" points. While more skillful player will usually come out the winner, there is a certain amount of chance involved. To combat this, we have just begun to play on a 5X5X5 board, but still only require four in a row to score. (Five-in-a-row on a board of this size is not as demanding as four-in-a-row) This small change increases the options and difficulty far out of proportion. Fours-in-a-row can be started on the second level, on the second row, etc. On the standard game if you play to fill up the board, instead of four points, among good players the winner will usually average six-seven points. On the fiveX version, my brother and I once decided to play until the board was filled up. (Playing for four-in-a-row.) I scored twenty-five or so points, and my brother, (who is twelve years old and a very good player, especially for his age) scored about fifteen. This may give you some idea of the increase in possibilities this affords. Among advanced players it can be played to 7-9 points, while for experts 4-6 is plenty. (You know what an expert is, don't you? An ex- is a has-been, and a spurt is a drip under pressure.) Teams can of course be played on the larger board as well.

The larger board also permits two other variants. Well, more like deviants. In the first, three or four players play, each with his own color. This game is interesting, because with two or three opposing plays between your turns, things like open ended three-in-a-rows can be blocked.

The last is also played with four players and four colors, but this is two distinct games at once. This seems to have potential, but we haven't tried it yet, so I can't vouch for it.

To play, just send in your first move to me. I probably haven't made myself very clear, so drop me a line if you have any questions. I will attempt to make "maps" for those of you without a board. In the two player games I will be your opponent unless you specify otherwise. In the three and four-way games I will not play unless there aren't enough players. If you can't make up your mind or have never played before, I recommend that you go for the standard game.

The multi-player games raise the possibility of negotiations Dip style. I have an idea that three or four is way too few for that sort of thing, but if you want to try it I'm game. Players can even submit preas, if they want to.

Muddled Meanderings Dept.

Next up is SV's own gutter poetry. (And if you have ever been to a Latin American city, as I have, you know that outhouses and gutters can be used for much the same thing.) I wondered if this stuff is appropriate for a high-class subzine like SV, but Don thought they were tasteless, so they're in.

I continue to destroy Don's credibility on page five. (Does he have any to destroy? The person who comes up with the most original reason why Don doesn't have any credibility gets two free issues, but it must be witty and printable.)

PAGE 18 is incredible -
incredibly SHORT, that is

Any original ideas yet? Aww, come on. You're not even trying.

A Ghastly Blast

From: Muddled Meanderings in an Outhouse Number Two.

To minimize the flies a bit
We often sprayed the toilet pit.
It was usually doused with kerosene
But someone, instead, used gasoline.
Gramps went out soon after that
With pipe in hand and his old felt hat.
He settled down for a leisure "rest",
To smoke awhile and pass his best.
He struck a match to light his smoke
And that was when the "Heavens" spoke.
Gramps blew out a hole in back
And laid there limp as a gunny sack.
He groaned a bit and shook his head
Then blinked his eyes and slowly said,
"I haven't figured it out yet
But it must'a been someth'in I et."

Well, that was our cultural feature this time, right, Don?

Book Dept.

This month it is Retief Unbound, by Keith Laumer. Actually, if you like one Retief episode, you like them all, so in a way, this is really a review of all of the Retief books. Retief Unbound is an anthology, with five short stories and one novel. The following excerpts are from the novel, Retief's Ransom, which is in turn from Retief Unbound. A little explanation is in order here. This takes place on an alien planet, and everybody mentioned in this excerpt is employed by the the CDT. (Corps Diplomatic Terrestine.) Laumer was a career diplomat before he became a full-time SF writer, which explains why he can be so barbed and funny at the same time when he writes about the CDT.

"I'm hardly the chap to spook easily," Colonel Warbutton persisted. "A few riots in front of the embassy are nothing to get excited about, and the mud-and-ragweeding of the odd diplomat is par for the course. But when they run ads in the daily paper offering bounties for alien heads in good condition, it's time to start barricading the chancery."

"Mere campaign rhetoric," Magnan dismissed the objection. "After all, when a people as diverse as the Lumbagans—with their hallowed traditions of mutual genocide—set out to choose a ruler acceptable to all, there's bound to be a modicum of unrest among dissident elements."

"Especially when the dissident elements outnumber the population," Retief agreed. "I have a feeling that Ambassador Pouncetrifle's decision to sponsor a planetary government was a trifle overzealous."

"A gross understatement," Colonel Warbutton grunted. "Inasmuch as no two Lumbagans can agree on so much as the correct time, I suspect they'll have some difficulty in

PAGE 19 has difficulty in
stretching 8½ x 11 pages

agreeing on who's going to tell them what to do."

"Your remarks reflect scant confidence in the process of democracy, as implemented by Corps peace enforcers," Magnan said rather sharply. "You'd do well to recall that firepower outweighs flowerpower, and a vote in the hand is worth two in the offing."

"But what more can we do?" the colonel inquired plaintively. "We've already fired our big guns, pacificationwise: saturation leaflet bombing, nonstop armistice proposals, uni-, bi-, and multilateral cesse-fires, interlocking demilitarized zones—the works. And they go right on headhunting—to say nothing of leg-, arm-, and haunchhunting!" Warbutton's remark was interrupted by the impact of a clay pot against the wall three feet from his head, accompanied by a sharp rise in the decibel output of the crowd.

"Maybe we'd better start back," Retief said "unless we want to get a closer view of the Saturday riot than usual."

The whole series just goes on and on like that. It must be tiring to write a whole novel with your tongue rammed so far up your cheek. Highly recommended.

WARNING: This next editorial contains highly controversial material. Liberals who are pregnant or have a history of heart trouble should consult their physician before attempting to read this material.

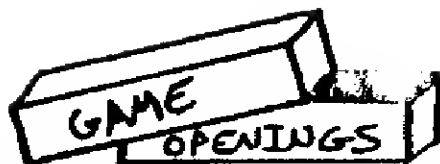
I see that the politics in EE are going strong too. Jan Feringa is so well informed about the U.S., he must have immigrated from Antaries VII recently. Since Woody (Woody!) said it so well, I won't comment further. Or maybe I will. In the same EE (#38) Gary says that he'll vote for Mondale, partly because he's tired of Reagan blaming things on Carter, after he (Reagan) has been in office for four years. With all due respect to Gary, who is a good friend of mine, that's ridiculous. As far as I'm concerned, the U.S. Government is so large and full of bureaucrats that a President is exceptional if he can buck the system at all, much less have control of it in four short years. Anybody who has tried to get some action knows what I'm talking about. That is the principle reason that the military pays enormous sums for coffee makers and such. Of course somebody saw that the prices were ridiculous. But reporting a little incident like that makes you visible, and visible is vulnerable, if you are as incompetent as most government employees are. Why risk your job and your pension if you don't gain from it? There is such a thing as honesty and duty, but few people seem to have either these days. The same happens to any large organization, and the larger the organization the larger the percentage of incompetents employed. (Laurence's law of diminishing returns for organizational expansion.) Anyway, my invitation is still open for any of you to comment. I print full, unexcerpted, unedited letters, except in the case of profanity or lewdness. Or extreme length either. If it costs more than \$.20 to send it, it's a mite long. (Oh my aching fingers if some of you actually take me up on that.)

Whew! I had a few mishaps, like forgetting to save the latest version of one individual file before screen-printing the Global file, (cost me about an hour's work) but I actually finished this. And it's only 1:25, too. The night is young, but I'm half dead.

Dist. Laurence

Tune in next time, same bat-time, same bat-channel.

PAGE 20 is glad that Laurence
likes white space....



DIPLOMACY - I don't have any. Mike Ehli doesn't have any. Check SUBMARINE WARFARE in this 'zine, but I don't know if Derwood Bowen has any.

STANDBYS - so far, I've got Peel, Ehli, White, Caruso, and Sweeney. If you want on or

(heaven forbid) off the list, let me know. Standbys get \$1 upon completing 2 seasons (Spring or Fall or one of each) and \$1 upon finishing the game. Said money is credit toward any 'zine, subject to the publishers' approval.

NUCLEAR WAR/NUCLEAR ESCALATION - finally filled.

COLD WAR - 4 players. PBM Rules in this issue.

KINGMAKER - ~~Sherry~~ Wilson, Sweeney signed up. Need 2-4 more. (I don't want to start with less than 5, but will if necessary.) Some new variant cards will be used, plus other rules (e.g. the addition of Dublin as a city).

DIPLOMACY PURSUIT - signed up: Ehli, Byrne, Caruso. TRIVIAL PURSUIT with special categories: Dip & Variants, Games & Players, 'Zines & Publishers, Hobby At Large, Dip Pot Luck, and Random Trivia.

WORLD CUP SOCCERLEAGUE - 1 person seems interested - how about some action out there? So what if there's a small fee involved? Besides, most money goes into the prize fund....

RANGE WAR - rules and map in issue 46. Moving SCs?

PRO WRESTLING - those two great managers, Frank Byrne and Steve Arnawoodian, will have their top boys in Madison Round Garden for the title. Can YOU do better? Rules available for a SASE.

~~WE INTERRUPT THIS 'ZINE FOR THE FOLLOWING INTERPLANETARY INTERSTELLAR INTEREVERTI~~

DIP WARZ ELECTION SPECIAL

DIRECT from GALACTIC NEWS NETWORK (GNN) Election Headquarters on the UCBVAX planet, USENET star system, where the Imperial Computer Link happens to be, GNN brings you vote-by-vote coverage of the election for Emperor of the Diplomatic Empire between the incumbent TS'R ALEX I THE VOICE OF DOOM and the challenger Rod Seaparter representing the Diplomatic Rebel ticket. For those of you new to this sort of thing, it seems strange that an Emperor has to be elected, but that's the way things work around here. Throughout the broadcast, we will be attempting to describe the long and drawn-out process through which the votes actually determine who wins the election - suffice to say at the moment that it is not merely a case of "majority law" around here. Excuse me - I've just been told that the first results are coming through - let's cut to our reporter on the Ice Planet Ig Lew.

"Hello? Hello? The results are pouring in from the Ig Lew planet, and it appears that it's literally a landslide victory for Rod Seaparter, as a busload of TS'R ALEX I voters shipped in for this occasion just happened to intersect with a freak iceberg breaking up into crushed ice cubes. With 90% of the votes counted, this planet goes about 80% for Seaparter, 15% for the incumbent, and the remaining 5% was divided among all sorts of minor candidates, including some idiots who voted for Grsbar the Hott." Some people will do anything for air time. Well, that's a level 3 planet on the chart here, so that's about 2% for Seaparter, 1% for the Emperor. The actual tally will be taken later, and you never know what can happen. Remember the last election, when the former emperor - what's his name? Oh yes - Emperor Von Mefirst. It looked like he had more than enough planets to hold the seat, but then something about some band coming onto the scene too early, and in the confusion TS'R ALEX I THE VOICE OF DOOM managed to grab the emperorship.

Meanwhile, on the Linoleum Falcon: "Did he say Emperor's Ship again? You'd think there would be anti-theft devices or something."

"Princess Luscious - and how you ever got that title I'll never know - it's hard to believe there's royal blood in there -"
"Millenia of inbreeding," interrupts ILOM.

PAGE 21 wasn't born - it was made

"Almost forgot!" continues Oboe-1 Caruso. "Hey, get those election reports back on the air!" Thank you. And now we have word from the Burma-Shave planet: "Seaparter's Winning.....That's No Jive.....His Percentage.....Fifty-Five" Too close to call as to the actual votes, but that attempted coup may give the challenger the advantage here. I've just been told that we have contact with the Emperor's campaign headquarters in space somewhere. Is anybody there?

"Quick! Hide the FNORD! Cover the LOM openings! Hello out there! Well, the early planetary returns have gone the other way so far, but we still have hope in the larger planets toward the eastern rim." Where's the Emperor?

"Preparing the victory address, of course."

Well, you may have a break on the Stantinople-Con planet. It was expected to be a big Seaparter win, but the large contingent happened to come down with Savio Syndrome and voted for the Left. How does that sound?

"I'm not surprised. Our disease-spreading....er, uh, campaigning has gone well there. It's amazing what you can do with a few bugs - er, lies - no, that's not it, I meant -"

I get the message. It's hard to think straight after a long campaign run. You must be bombarding planet after planet with campaign promises.

"That's right! It's been one bomb run after another! And we guarantee to keep all of our promises, unlike a certain Sea-martyr. (Campaign worker turns to Yawn Boring) What were our promises?"

"Well, among other things, Lord Sacks Fifthavenue promises not to destroy those planets voting for the winner, assuming the Emperor wins."

Anyway, while there's a break between major planets, CGN might as well show you what's happening on some of the smaller planets and things in space - starting off with the Winacome Drawsome planet, Wee-Neverlose system. It only rates 1/4 on the map, but nevertheless people flock from neighboring planets to catch the excitement....and here comes the Planetary Governor himself - er, herself - some of each? - with the Election Orb. Now the orb is placed in front of the traditional Arc of Victory, about 2.5 meters high and 7.5 meters wide, and out come the four election officials, two in traditional Empire black and two in Rebel true-blue. One of the Imperial men stands underneath the Arc of Victory, while a Rebel man faces him behind the Orb. Here's the signal - BOOT - the orb sails right into the hands of the Imperial man, to the cheers of the crowd. Now the other two men come out onto the field, with the Rebel man under the Arc....the Imperial man runs up to the Orb, and.... BOOT - it goes by the Rebel man and through the Arc into the Net of Superiority. The crowd goes wild! And that's one planet voting for the Emperor in this election. And this thing ended just in time for the news from the Alltoocunning planet, Windeesittes system....

"Hello out there! Well, that attempted attack against the candidates during the debate managed to persuade a lot of people about the true power of the Imperial forces - so it's a narrow defeat for Rod Seaparter at the hands of Yawn Boring. Wait a minute - isn't TS'R ALEX I THE ECHO - er, VOICE OF DOOM the Imperial-backed candidate?"

Who can tell? It could be another last-second, come-from-behind election like it was a few decades back when it appeared that the Empire would be removed with a 99% vote - that is, 99% to zero in favor of removal of the at-the-time Emperor.

"Hey, where did everybody go?"

You gave us the report - now go back into hiding. We've just received word that the Linoleum Falcon, the Rod Seaparter campaign ship, is ready to make a statement. Hello out there!

"Hello in there! We'd like to say HELLO IN THERE! WE'D-"

Turn your radio down. Now, you were about to say?

"I'd like to say that we are now ready to accept the concession of the former Emperor so that I can accept the title of Emperor, Supreme Commander, and All-Around Good Guy."

Meanwhile, back on the Imperial ship (at least for now....):

"So they want a concession, huh? Let's give them something they'll never forget!"

"But your lordship, isn't this a risk?"

"I'm sure (ZOT) the new weapons officer can handle it!"

Meanwhile, back on the Linoleum Falcon.....

PAGE 22 votes for more action

"Who's got the latest reports? How close am I to victory?"

Oboe-1 Caruso says something like "Ask Baldo Calberchian."

Baldo replies: "Princese Luscious has the reports, right?"

"I thought John Pole-O got them."

"Hey, ILOM, where are the latest election reports?"

"Well, applying traces of hot air associated with election reports, along with detected lies concerning "exit polls" and "key precincts", they're in Seaparter's back pocket."

Is THIS the (blushed) face of the NEW Emperor? Let's skip all of this other garbage of planet vs. planet, except for this exciting moment:

"WARNING! WARNING!"

"ILOM, how many times have I told you - no "Lost In Space" impressions!"

"Sensors detect concentration of undetermined substance heading on intercept course - intercept time, somewhere around 10 seconds. Coming into detection range - FNORD? SUBMARINE WARFARE? VOICE OF DOOM 100s? It can't be - but it IS! Heavy concentration of-" BOOM "-SPACE PIRATE with a near miss off to port! This is getting serious...."

And speaking of serious....well, the votes are all in, and the Planetary Representatives are meeting at this moment on the mystery planet, wherever that is, to finally decide on the new Emperor. I've just been informed that we're switching to the final announcement right now!

(Assorted static) "Hello? Hello? Well, the votes are all counted, courtesy of the Deep Thought II computer planet, and here are the results: 1/2 vote for Lord Sacks Fifthavenue, 24675 for TS'R ALEX I THE VOICE OF DOOM, and 24675 1/2 for Rod Seap - LOOK OUT!"

THUD



It looks like Seaparter has become the NEW Emperor - wait a minute.... I've just received word from the Diplomatic Imperial Archives planet that there's been a challenge to the result filed. They're looking it up in the books now - as soon as they can find the books in question, that is.

(16 2/3 hours later) Here's the announcement: According to the RULES FOR IMPERIAL ELECTIONS AS WRITTEN BY EARL OF LINSEED, Volume DCLXVIII (i.e. 678), Sub-volume 27, Chapter 19, Section 8, Sub-section 36, Page 11, beginning in Paragraph 2, Line 13: "See Volume MCMLXXXIV, Sub-Volume 123, Chapter 77, Section 1, Sub-section 63, Page 8, Paragraph 6, Line 8". Let's see what that says: "In an election where no party receives a complete and absolute majority of the vote (as no one has, since Seaparter received exactly 1/2 of the votes) and the election planet is hit by a cannonball of Western origin as determined by Volume XII, Sub-Volume 13, Chapter 50, Section 11, the election shall be determined to be in favor to that electorate receiving the fewest votes which is allied to the incumbent party." According to the Supreme Diplomatic Court, plus a few people on the street somewhere, this means that the NEW emperor is....EMPEROR LORD SACKS FIFTHAVENUE!

"Thank you, thank you....I accept with--"

There's been an objection by Garra the Elvi Master - here's the translated message: "How can he be Emperor if he's nothing but a manifestation of THE BOURSE, like I am - and he's the LEFT side, even!"

Well, according to Volume MII, Sub--

"Get to the point this time!"

"The law says nothing about the state of condition of the elected party. Remember when Bill the Cat was elected when everybody thought he was dead? From now on, it's EMPEROR LORD SACKS FIFTHAVENUE."

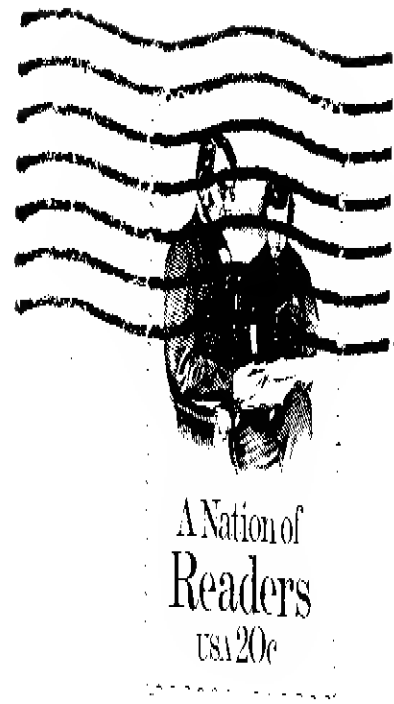
"And friend, Yawn Boring."

Is this true? Could this REALLY happen? What about THE BOURSE? Maybe next time, we'll solve this riddle....

Solve this riddle:

Why did the PAGE 23 wear white?

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